LISTING OF THE CLAIMS:

The following is a complete listing of all the claims in the application, with an indication of the status of each:

1. (Previously presented) A system implementing a collaborative development environment among a team of developers, comprising:

   a data processing system which includes

   a context manager that performs at least one of

   creating a context,

   adding a resource and a relationship to said context, and

   deleting a resource and a relationship from said context;

   a user control that enables a user to create a collaboration space, to associate the collaboration space with a context, and to perform at least one of adding, editing, and deleting a collaboration member in the collaboration space, said collaboration space containing at least one of a role player and a discussion thread;

   a monitor that captures a user action in a development environment and determines a context associated with said user action; and

   a viewer that displays in a graphical user interface display window content of a collaboration space relevant to a current context, said current context including at least one of role players, online status, e-meeting links, and discussion threads.

2. (Previously presented) The system in claim 1, wherein the user control, the monitor and the viewer comprise a collaboration plugin to an integrated development environment that provides a user with tools for use in the development environment, there being a collaboration plugin for each user workstation.

1   3. (Previously presented) The system in claim 2, wherein the collaboration plugin allows
2   a first user to communicate with one or more other users and to gain access to resources
3   of the context in which said first user is working without said first user having to leave
4   said first user's development environment and without said first user having to switch to a
5   different collaboration application.

     4-7. (Cancelled)

1   8. (Previously presented) A computer implemented method to support collaborative
2   development among a team of developers, comprising the steps of:
3   performing at least one of
4   creating a context in said data processing system,
5   adding a resource and a relationship to said context, and
6   deleting a resource and a relationship from said context;
7   enabling a user
8   to create a collaboration space,
9   to associate the collaboration space with a context, and
10   to perform at least one of adding, editing, and deleting a collaboration
11   member in the collaboration space, said collaboration space containing at least one of a
12   role player and a discussion thread;
13   capturing a user action in a development environment and determining a context
14   associated with said user action; and
15   displaying in a graphical user interface display window content of a collaboration
16   space relevant to a current developer context, said current developer context including at
17   least one of role players, online status, e-meeting links, and discussion threads.

1   9. (Previously presented) The method in claim 8, further comprising the step of allowing
2   a first user to communicate with one or more other users and to gain access to resources

3   in the context said first user is working in without said first user having to leave said first

4   user's development environment and without said first user having to switch to a different

5   collaboration application.

1   10. (Previously presented) The method in claim 8, wherein the steps of capturing and

2   displaying are implemented by a collaboration plugin to an integrated development

3   environment that provides a user with tools for use in the development environment,

4   there being a collaboration plugin for each user workstation.

   11-13. (Cancelled)

1   14. (Currently amended) The method in claim 9, further comprising the steps of:

2   managing a life cycle of one or more collaboration spaces; and

3   directing collaborative operations to external collaboration servers, said

4   collaboration servers including one or more of an instant messaging server, a team

5   room server, and an e-meeting server.

1   15. (Previously presented) The system in claim 1, wherein the user control allows the

2   user to enable and disable context sensitivity and to open a collaboration space manually.

1   16. (Currently amended) The system in claim 1, wherein the ~~user's actions include~~ user action includes

2   at least one of editing a file, expanding a directory, and selecting a

3   pull-down menu.

1   17. (Previously presented) The system in claim 1, wherein said context is a project.

1   18. (Previously presented) The system in claim 1, further comprising a collaboration

2   manager for managing the life cycle of collaboration spaces and for directing

1 collaborative operations to external collaboration servers, said collaboration servers
2 including one or more of an instant messaging server, a team room server, and an
3 e-meeting server.

1 19. (Previously presented) The system in claim 18, wherein said collaboration manager
2 is operatively coupled with said collaboration plugins and said external collaboration
3 servers.

1 20. (Previously presented) The method of claim 8 further comprising the step of
2 allowing the user to enable and disable context sensitivity and to open a collaboration
3 space manually.

1 21. (Currently amended) The method of claim 8 wherein the user action includes ~~user's actions include~~ at least one of editing a file, expanding a directory, and selecting a pull-
3 down menu.

1 22. (Previously presented) The method of claim 8 wherein said context is a project.

1 23. (Previously presented) The method of claim 8 further comprising the step of
2 managing the life cycle of collaboration spaces.